VentureVision®

RESCUE TERRA I™

FLIGHT MANUAL

EmuMovies

FROM: Strategic Flight Wing

TO: Starship Fighter Commander

MISSION: Rescue Terra I

ORDERS: TERRA I is Earth's main supplier of Zenbar crystals. These crystals supply 72% of Earth's energy. Terra I is managed by a highly sophisticated computer system which controls all planetary electromechanical equipment, including the robot driven defense system.

. . . Apparently, Terra I's computer system has been sabotaged. All crystal shipments are being turned over to space pirates who operate in Terra I's quadrant of the universe. Terra I's own defense systems are being used to aid these pirates in their activities.

. . . Your orders are to proceed to Terra I. Destroy all pirates and electromechanical systems which pose a threat to your ship.

RECONNAISSANCE REPORT

You will be assigned the fleets' newest and most sophisticated fighter, the F-711 Starwarrior. This ship is equipped with laser cannons and a computerized navigational system which constantly calculates the distance in light years to your ultimate objective.

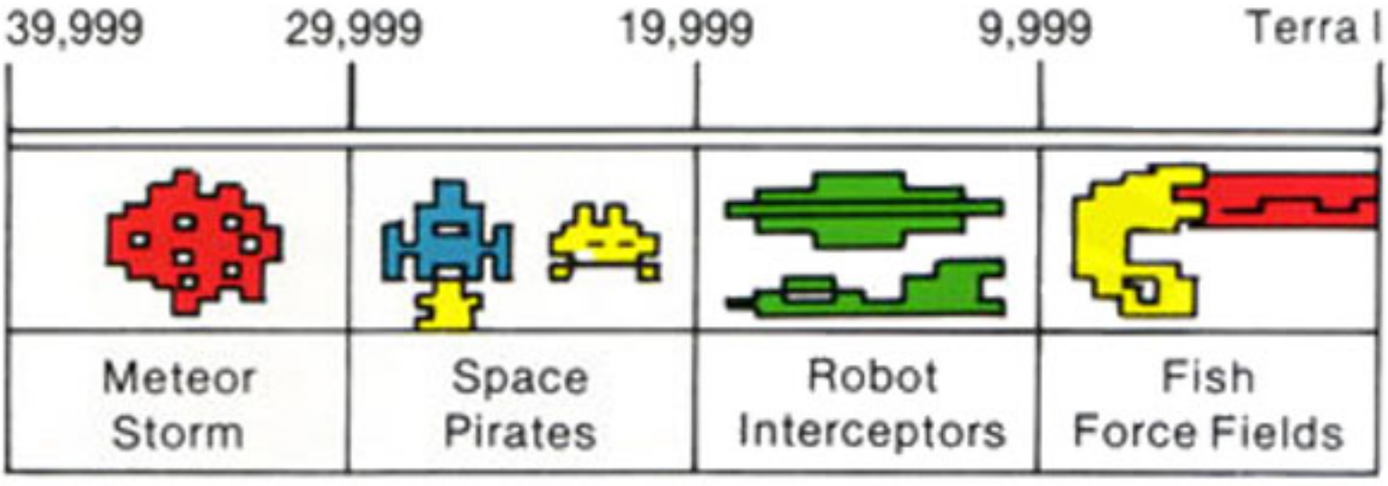
F-711 Starwarrior

Top View

Side View

The following chart indicates hazards and defense systems which you will have to overcome on your journey to Terra I.

Distance in Light Years



METEOR STORM — Radar reports indicate that you will encounter a meteor storm 39,999 light years from Terra I. The meteors exhibit sporadic movement caused by electromagnetic disturbances. **Destroy all meteors!**

SPACE PIRATES — Intelligence indicates heavy space pirate activity 29,999 light years from Terra I. The space pirates man slow cargo ships which travel on a straight course. These are fairly easy targets, but they are armed with laser cannons. The pirates protect their cargo ships with fast moving fighter saucers which accelerate in random directions. These fighter saucers are extremely dangerous. Evasive flight is recommended when necessary.

ROBOT INTERCEPTORS — You will encounter robot interceptors 19,999 light years from Terra I. This is Terra I's primary planetary defense. The two types of interceptors are missile shaped and saucer shaped. Both types exhibit erratic movement and are extremely difficult to hit due to their low profile. Saucer shaped interceptors are armed with photon bombs which make them more dangerous than the missile shaped interceptors.

FISH FORCE FIELDS — You will encounter fish force fields 9,999 light years from Terra I. These are Terra I's last line of defense. Fish shaped devices will emit glowing force fields that will continually advance on your position. The only way to knock out the force field is to fly close to the field and attack the fish shaped device with your laser.

SCORING & DISTANCE

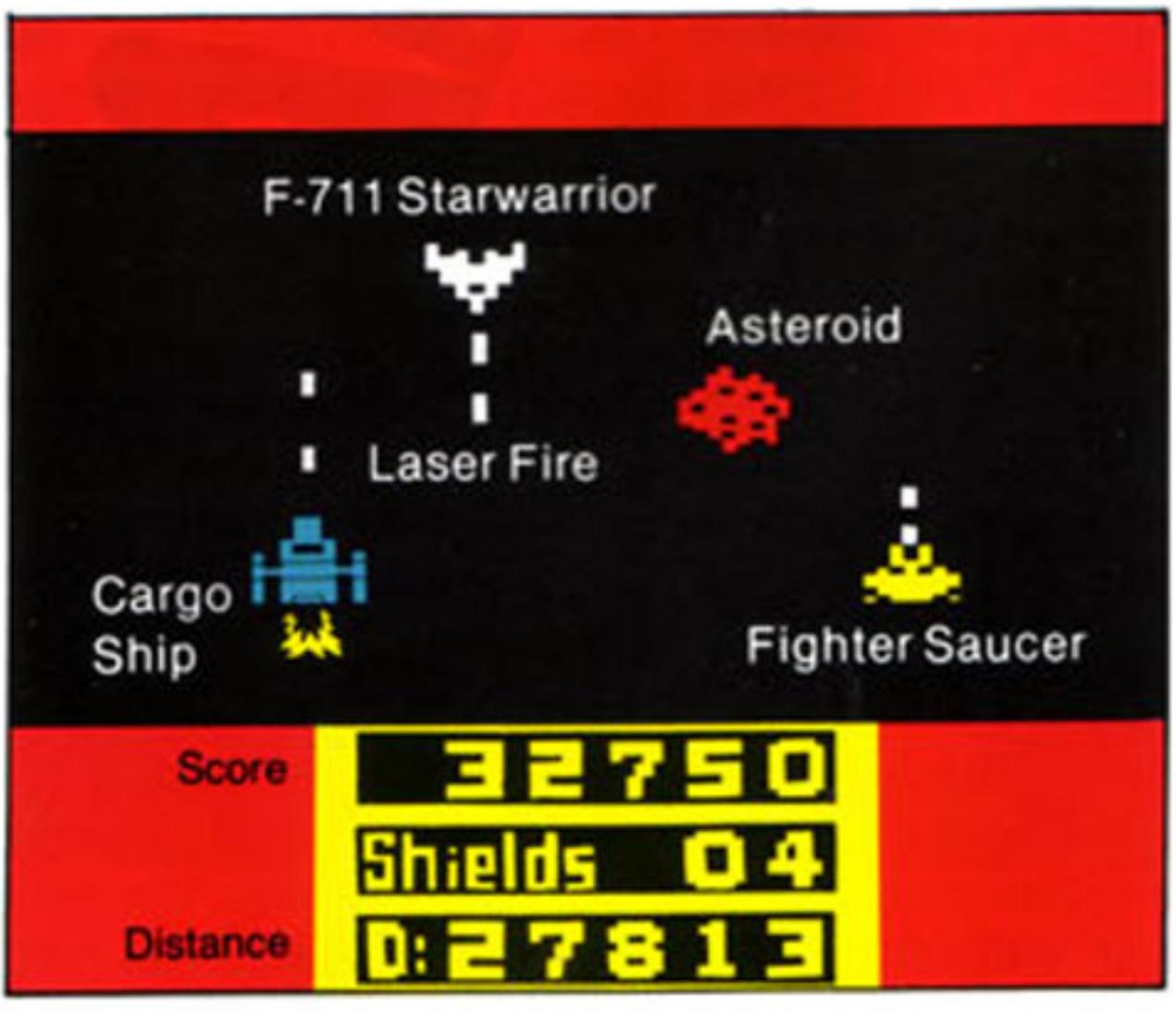
The F-711 has 5 shields at the start of each mission. One is in use and four are in reserve. One shield will be lost when you are hit and one shield will be gained for each 10,000 points scored.

Meteor	125 points
Cargo Ship	225 points
Fighter Saucer	275 points
Robot Interceptor	425 points
Fish Force Field	650 points

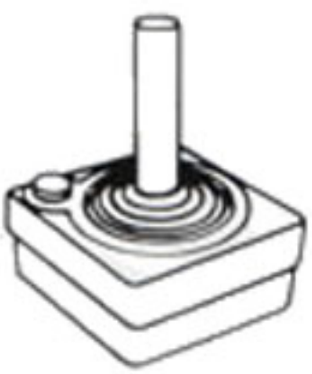
A two tone sound signals the beginning of each wave. If an obstacle gets by it will appear on the screen again. In order to advance to the next wave and get closer to Terra I, you must destroy all obstacles without being hit. If you are hit, not only do you lose a shield, but you must start the wave over. Your navigational system will recalculate your distance to Terra I.

Game Features

1. Screen



2. Joystick Controller
   Use your joystick to maneuver the F-711. Insert the game cartridge into your console and turn ON the power. Check to be sure VentureVision is displayed correctly. If it is not turn the power OFF, wait ten seconds, and then turn it ON again.
3. Game Select Lever
   Flip game select lever to choose mission number.
4. Game Reset Lever
   Hit game reset lever to begin game.
5. Fire Button
   The red fire button will also reset game when previous game ends.
6. Difficulty Levers
   The difficulty levers do not affect game play.
7. TV TYPE Switch
   Rescue Terra I is designed to operate on either black and white or color TV without the use of the TV Type Switch. The TV Type Switch has been converted to a pause switch. If you are interrupted during game play, you may flip the TV Type Switch, and the game will hold after the current wave is completed. The pause mode is not designed to be used for long periods of time. When you are ready to continue, flip the TV Type Switch to the opposite setting.



Joystick Controller

GAME MISSIONS

1 Player	2 Players	Description
Mission #1	#6	Entire Mission
#2	#7	Meteor Storm Only
#3	#8	Space Pirates Only
#4	#9	Robot Interceptors Only
#5	#10	Fish Force Fields Only

The F-711 Starwarrior navigational system is only operational during Mission #1 and Mission #6.

All two player missions are team efforts. The left controller will move the F-711 left and right only. The right controller will move the craft up and down only. Fire power is controlled alternatively by both controllers. The right controller fires for 2 seconds, then the left controller for 2 seconds.

PROBABILITY OF MISSION SUCCESS

Your chances of success are slim but not impossible. Strategic Flight Wing Command estimates that only one pilot in a thousand can reach Terra I. But . . . you are the best; that's why you were chosen. Good luck!

VENTUREVISION®
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VentureVision® warrants to the original consumer purchaser of this video game cartridge that it will be free from defects in materials and workmanship for six months from the date of purchase. If this cartridge is discovered to be defective within the warranty period, VentureVision®, at its option, will either repair or replace this cartridge free of charge, upon receipt of the cartridge, postage prepaid, with proof of date of purchase, at the following location:

VENTUREVISION®
2100 N. Highway 360
Suite # 1808
Grand Prairie, TX 75050

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